

IN THE CLAIMS

Please amend the claims as follows:

Claim 1 (Currently Amended): A gaming apparatus comprising:

a variable display unit configured to variably display a plurality of symbols;

a front side display unit located in front of the variable display unit ~~and,~~

the front side display unit having a first area for enabling viewing of the symbols displayed by the variable display unit and a second area, which surrounds the first area, for enabling displaying images thereon;

an internally winning prize determiner configured to determine an internally winning prize; and

a stopping controller configured to stop the varying of display of the variable display unit based on a result of determination by the internally winning prize determiner; ~~and~~

wherein[[,]] the front side displaying unit does not display any objects on [[an]] the first area for enabling viewing of the symbols displayed by the variable display unit, and

a prize is awarded if a stopped state displayed on the variable display unit, which is caused by the stopping controller, matches a prescribed stopped state.

Claim 2 (Currently Amended): A gaming apparatus according to claim 1, wherein the first area has ~~front side display unit has~~ an opening area where the symbols displayed by the variable display unit are to be seen.

Claim 3 (Original): A gaming apparatus according to claim 1, further comprising a plurality of stoppers configured to stop the varying of display of the variable display unit.

Claim 4 (New): A gaming apparatus comprising:
a variable display unit configured to variably display a plurality of symbols; and
a front side display unit located in front of the variable display unit,
the front side display unit having a first area for enabling viewing of symbols
displayed by the variable display unit and a second area, which surrounds the first area, for
enabling displaying images thereon,
wherein the front side displaying unit does not display any objects on the first area
and
a prize is awarded if a combination of stopped symbols displayed on the variable
display unit matches a winning combination.

Claim 5 (New): A gaming apparatus according to claim 4, wherein the first area has
an opening area where the symbols displayed by the variable display unit are to be seen.

Claim 6 (New): A gaming apparatus according to claim 4, wherein the second area
has an LCD panel.

Claim 7 (New): A gaming apparatus according to claim 4, wherein the front side
display unit has a protecting glass configured to protect the first area and the second area.

Claim 8 (New): A gaming apparatus according to claim 4, further comprising:
a backlight set in an end portion of the front side display unit to light up the symbols
displayed by the variable display unit and to light up the front display unit.

Claim 9 (New): A gaming apparatus according to claim 8, further comprising:

a reflecting cover set in the end portion of the front side display unit and configured to allow light emitted from the backlight to illuminate the symbols displayed by the variable display unit.

Claim 10 (New): A gaming apparatus according to claim 8, wherein the front side display unit has a light guiding panel configured to allow light emitted from the backlight to illuminate the second area.

Claim 11 (New): A gaming apparatus according to claim 10, wherein the front side display unit has a scattering panel configured to scatter light emitted from the backlight toward the light guiding panel.

Claim 12 (New): A gaming apparatus comprising:
a variable display unit configured to variably display a plurality of symbols; and
a front side display unit located in front of the variable display unit, the front side display unit including a LCD panel, which has an opening area for enabling viewing of symbols displayed by the variable display unit and an image display area, which surrounds the opening area, for enabling displaying of images thereon,

wherein a prize is awarded if a combination of stopped symbols displayed on the variable display unit matches a winning combination.